

SEGA'S

SONIC THE HEDGEHOG *SPINBALL*



INSTRUCTION MANUAL



SEGA™

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- ☐ The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- ☐ Do not bend it, crush it or submerge it in liquids.
- ☐ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ☐ Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.



Contents

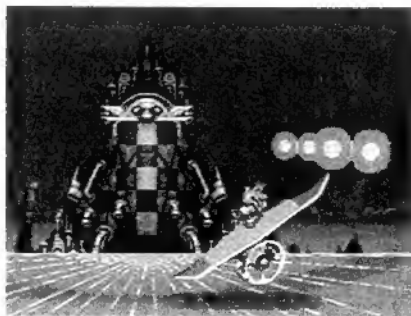
● Spinball Vengeance!	2
● Setting Up	3
● Choosing Options	4
● Button Controls	5
● Super Stunts	6
● Sonic SPINvasion	7
● Sonic SPINology	8
● Spinball Flipper Tips	9
● The Status Strip	10
● Clearing the Levels	12
● Bonus Rounds	13
● Scoring	14
● The Veg-O-Fortress	15
● Credits	19

Spinball Vengeance!

The evil scientist Dr. Robotnik has unleashed his most diabolical plot yet to turn the animals of Planet Mobius into robots. His monstrous contraption, the Veg-O-Fortress, built on Mt. Mobius, is already transforming happy creatures into mindless slaves!

Robotnik's fiendish machine draws its power from the mountain's volcano. Fiery lava fuels the lethal Pinball Defense System that protects the Fortress.

Sonic and his pal Tails mount an air assault on the Fortress, only to be blasted in mid-flight by Robotnik's cannons. Sonic is knocked into

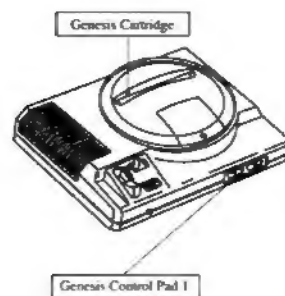


deep waters near the volcano. But he has friends in wet places — and is saved at the last moment!

Sonic sneaks into the Toxic Caves below the Fortress. From there, he infiltrates Robotnik's vast and deadly defenses. In no time at all, Sonic starts swiping Emeralds, freeing the animals of Mobius and dishing out hedgehog justice!

Yo, Robotnik! You're in for a mountain of trouble now. Sonic is spinning into action!

Setting Up



1. Set up your Genesis System.
2. Plug in Control Pad 1. (Up to four players can join the game, sharing the same Control Pad.)
3. Make sure the power switch is OFF. Place the *Sonic Spinball* cartridge into the cartridge slot and press it down **firmly**.
4. Turn the power switch ON. You'll see the Sega screen, and then the Title screen.
5. Press the **Start** button to begin.

IMPORTANT:

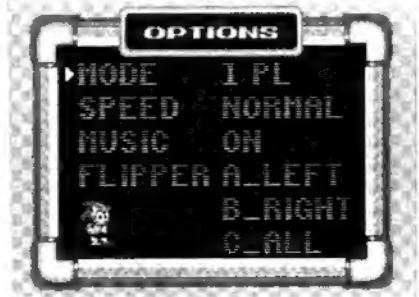
- ❖ If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is **firmly** inserted in the console, and turn the power switch ON.
- ❖ Always turn the power switch OFF when you're inserting or removing the cartridge.

Choosing Options

Press the **Start** button at the Title screen to begin the game with the last settings you chose.

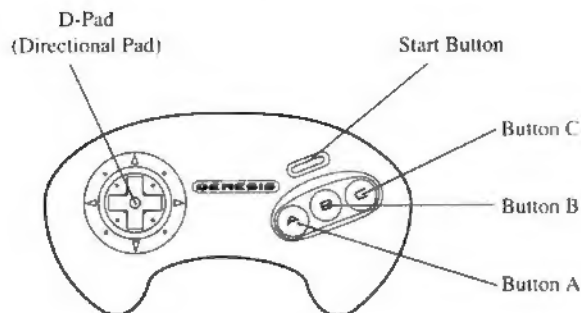
If this is your first game, or you want to change the game settings, press the **D-Pad** down to highlight "Options" and press **Start**. You'll go to the Options screen. On this screen:

- ✱ Press the **D-Pad** up and down to select different options.
- ✱ Press it left or right to change the settings.
- ✱ Press **Start** to return to the Title screen.



- Mode** Select 1 to 4 players. All players will take turns using Control Pad 1.
- Speed** Choose a Normal or Fast game.
- Music** Turn the game's music ON or OFF.
- Flippers** Choose your favorite settings for Buttons A, B and C.

Button Controls



TO DO THIS:

- ★ Move right/left
- ★ Jump
- ★ Super Spin Dash

- ★ Look up
- ★ Duck
- ★ Tilt left flipper
- ★ Tilt right flipper
- ★ Tilt both flippers
- ★ Tilt shake (Bonus Rounds)
- ★ Pause/resume play

PRESS THIS:

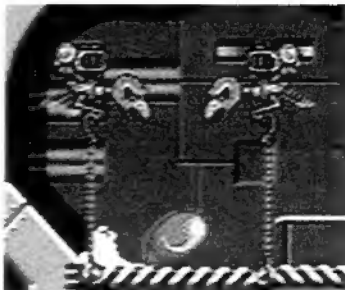
- D-Pad right/left
- Button A, B or C
- Hold D-Pad down, press Button A, B or C, then release D-Pad
- D-Pad up
- D-Pad down
- Button A
- Button B
- Button C
- Buttons A, B and C together
- Start

Note: You can change the flipper controls (Buttons A, B and C) on the Options screen.

Super Stunts

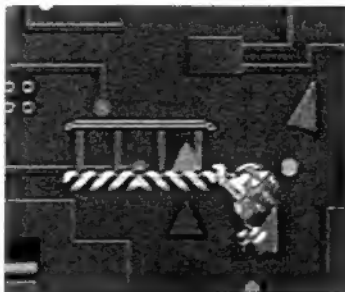
SUPER SPIN DASH

- ★ Hold still, press the **D-Pad** down, and press **Button A, B** or **C** to start spinning like a turbo engine.
- ★ Keep pressing **Button A, B** or **C** repeatedly to rev up furious RPMs.
- ★ Release the **D-Pad** to dash away like a road rocket!



CLIFFHANGER FLIP

- ★ Sonic will automatically grab ledges and flip up onto a safe surface to prevent fatal falls or avoid the jaws of Robotnik's monsters.



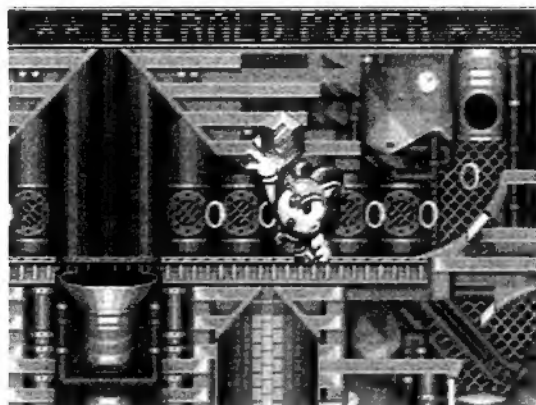
Sonic SPINvasion

Your mission is to attack the Veg-O-Fortress, fight upward through the Pinball Defense System and annihilate Dr. Robotnik's evil machine. Destroy the underling bosses and boss machines to move up through the levels. Along the way, use your best pinball wizardry to free the robotized inhabitants of Mobius!

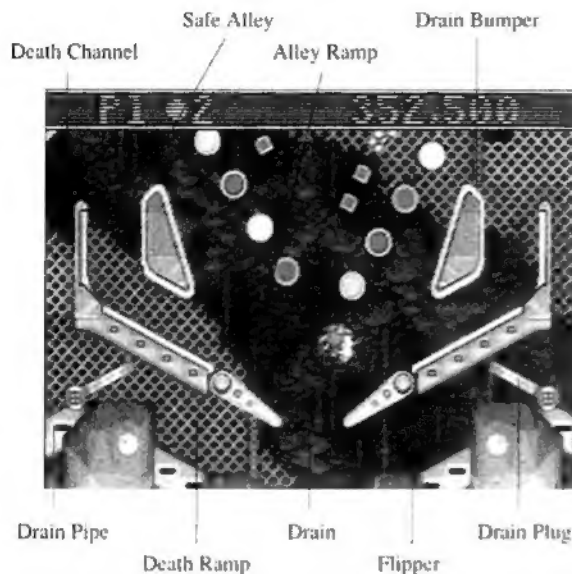
THE CHAOS EMERALDS

Chaos Emeralds stabilize the Mt. Mobius volcano on which the Veg-O-Fortress stands. Without the Emeralds, a massive eruption would blow the Fortress to pieces!

You must spin, bounce and bump through the Pinball Machines to snatch all the Chaos Emeralds on each of four levels. When you've collected all the Emeralds, the Veg-O-Fortress will explode!



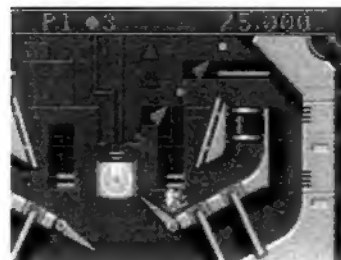
Sonic SPINology



The Pinball Defense System is a gigantic Pinball Machine. In it, you'll find a universe of whirling, flashing, buzzing pinball games.

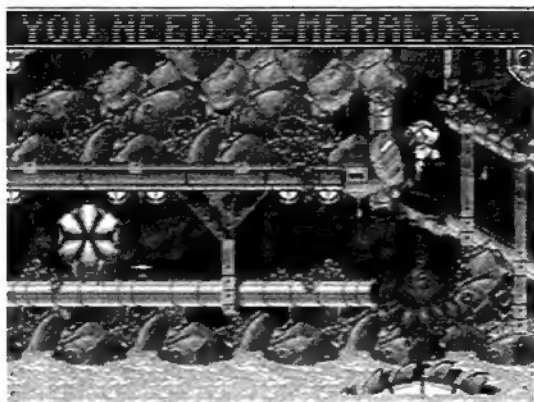
Use the flippers to aim Sonic and fire him up through the volcano. When he's in flight, you can move him left and right with the **D-Pad** for better position when he hits a bumper or target, or when he's falling back toward the drain bumpers or flippers.

Spinball Flipper Tips



- ★ Launch Sonic by tilting both flippers together with **Button C**. This is a safe, easy tactic for beginners.
- ★ Watch for lights and arrows leading toward important spots in the background.
- ★ Catch Sonic on the flippers by holding them up just as Sonic moves into the Alley Ramp. Then you can aim him with better accuracy.
- ★ To shoot Sonic straight up, fire when he is near the hinge of a flipper. To launch him at an angle, let him roll toward the tip, then fire.
- ★ You will propel Sonic with steam valves instead of flippers in some places.
- ★ If Sonic falls into the drain, it could be the end unless you take quick action. Robotnik has a gruesome surprise planted under the flippers.
- ★ Remember, you can control Sonic's travel with the **D-Pad**. You can slow his roll in an alley or curve him slightly toward a flipper when falling and jumping.

The Status Strip



The Status Strip at the top of the screen gives you a rapid fire look at the following important information:

Player Number and Lives

This shows the current level, who is playing, and how many lives remain for that player. Sonic starts the game with three lives. Rack up 20 million points to gain an extra life!

Emeralds

This tells you the number of Chaos Emeralds Sonic needs to snag in the current level. (The number is different for each level.) It also shows how many times you need to hit an obstacle in order to open a path to a Chaos Emerald.

Urgent Orders

These messages need a quick reaction. They will tell you to hit an important target, or will warn you of impending hedgehog doom!

Loop Successes

Shows how many loops you've completed.

Score Update

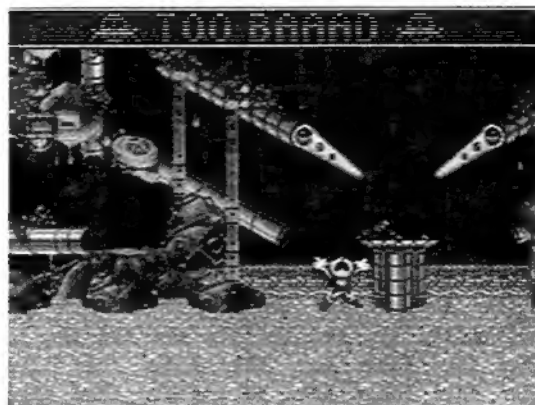
Shows your current score.

End Totals and Bonuses

The Status Strips totes up your total score for loops, rings and time at the end of a level.

Sonic Status

When you see "Too Baaad," you'll get another shot at the level. If Sonic is headed for hedgehog heaven, you'll see "Game Over."

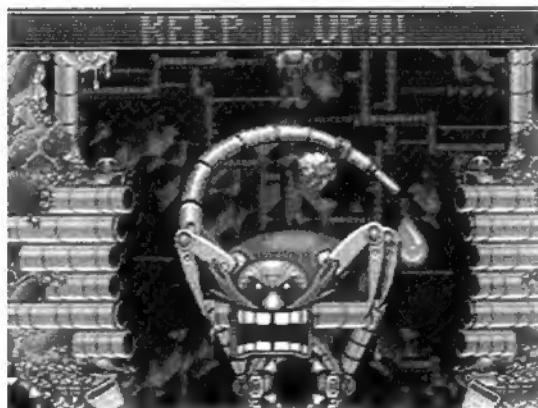


Clearing the Levels

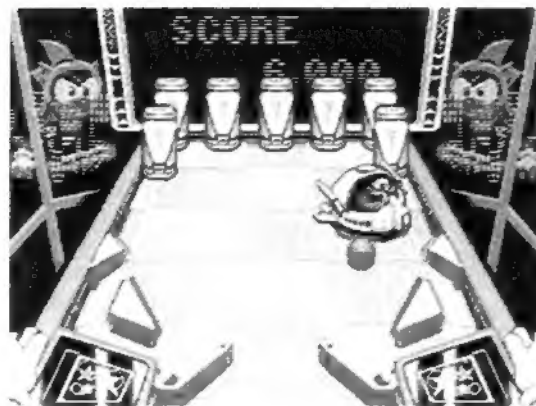
Sonic must grab all the Chaos Emeralds on a level to open the Boss Room door at the top of the level. Watch the Status Strip for the number of Emeralds you must collect in each level. Some of the jewels are in difficult, deadly locations. You may have to bang into switches or bumpers in order to move the obstacles barring your way.

BEATING THE BOSSES

There is a trick to defeating the dangerous enemy in each Boss Room. Watch the Status Strip for hints — and encouragement when you're doing something right!



Bonus Rounds



At the end of every level, Sonic jumps into a Bonus Round. This is a game of regular pinball with Sonic at the controls! You have three balls to shoot around the board, hitting as many bumpers and targets as you can. Watch those points add up!

Use the tilt shake (**Buttons A, B and C together**) to rattle the table and control the ball. Don't shake it too much or the machine will shut down and you'll lose a ball.

When the last ball goes down the drain, you return to regular play.

Scoring

Gain points by slamming into bumpers, shooting the tube loops and spinning into floating robots to de-robotized them back to their original forms.

At the end of a level, you'll collect bonus points based on the loops you made, the number of rings you collected, and how fast you made it through the levels. The points you earn in each category will vary with each level.

Destroy as much as possible of Robotnik's machine to make sure you get the highest score you can!

Loop Shots

Spin through the loops over and over again to get Loop Bonuses. Listen for the short musical riff that lets you know you scored!

Rings

Grab every ring in sight for big Ring Bonus points!

Time

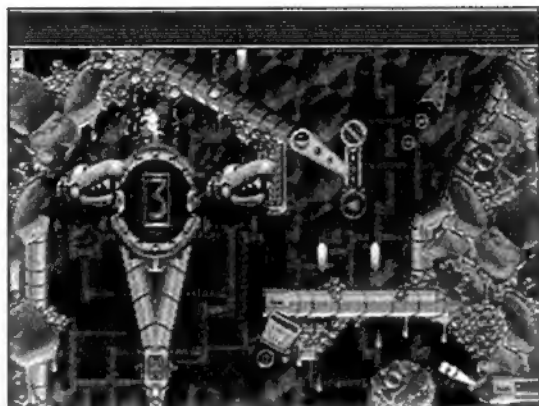
Complete a level with a single ball at breakneck speed and you'll be rewarded with a monster Time Bonus — up to 10 million points!

Rising Jackpot

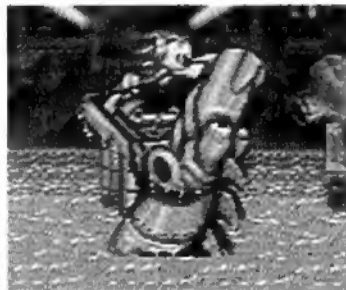
Each time you win a Bonus Round, your final jackpot increases. So keep on racking up those points!

The Veg-O-Fortress

THE TOXIC CAVES

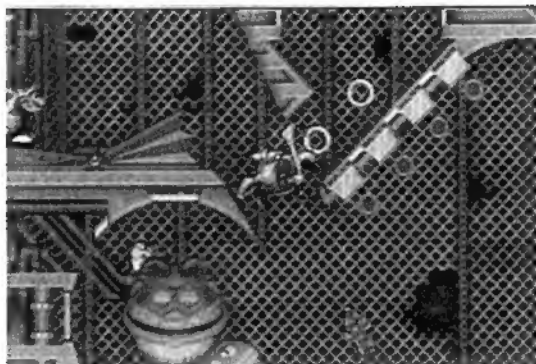


Explore the super polluted caverns of the Veg-O-Fortress, where Dr. Robotnik dumps industrial waste. A wrong move here could mean being smothered in green slime, or — worse yet — chomped by a Rexxon!



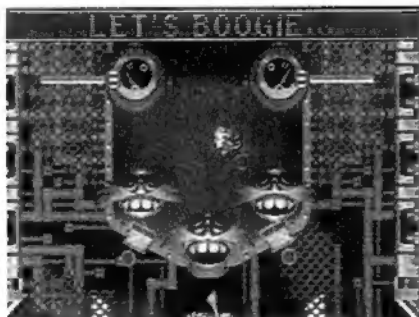
Bash into barrels of waste, Cluckbirds and Magma Worms. Getting one of the Emeralds could be draining. A Robotnik-faced killer bug named Scorpius bosses this level. Go for his stinger first!

LAVA POWERHOUSE

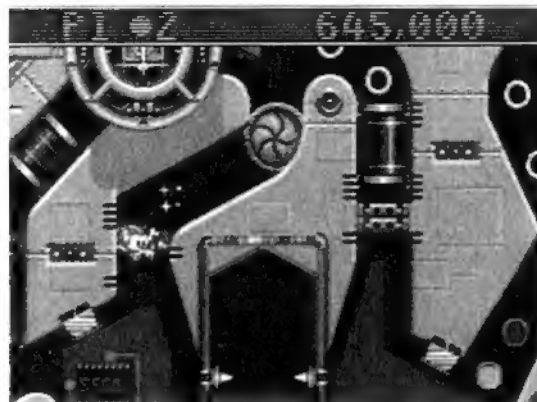


Floating Ferrons block the only escape routes through Dr. Robotnik's lava-powered generators. Use the steam jets like flippers. Get help from the Cluckbirds to get to higher places.

Destroy Dr. Robotnik's half-baked bosses in the Robo-Boiler Room!



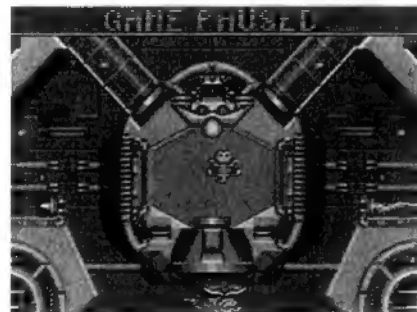
THE MACHINE

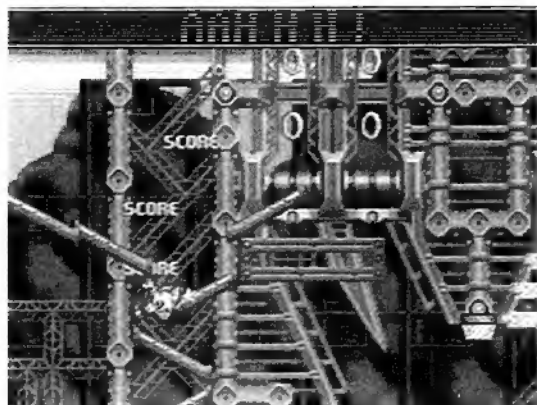


This is where the helpless Mobius inhabitants are imprisoned and robotized.

Short out the wires with massive explosions! Risk being shredded in the grinding gears as you ascend to the main processing room.

Figure out the Veg-O-Machine's secret to free the hostages! The destruction of the Fortress begins!





The Veg-O-Fortress is caving in on itself! Grab the last Chaos Emeralds and fight toward Robotnik's escaping rocket ship.

You'll face a treacherous climb through the space hangar. Krondors block your way and Robotnik launches bombs to stop you. Even Robotnik's cockpit is armed and dangerous!

END OF GAME

The despicable Dr. Robotnik scrambles frantically to blast off. He's desperate, and will even try to fight Sonic off with slashing mechanical claws. Timing is everything!

Credits

PROGRAMMING:

Polygames
SEGA Technical Institute: Scott Chandler,
Jason Plumb, Ken Rose, Dave Sanner,
Earl Stratton, Steve Woita

GAME DESIGN:

Peter Morawiec, Hoyt Ng

ART:

Tom Payne, Kurt Peterson, Brenda Ross,
Katsuhiko Sato, Craig Stitt

SOUND AND MUSIC EFFECTS:

SEGA Multi-Media Studio: Barry Blum,
Brian Coburn
SEGA Technical Institute: Howard Drossin
OUI Multimedia

MANAGEMENT:

Roger Hector, Director of SEGA
Technical Institute
Yutaka Sugano, Producer
John Duggan, Art Director

MARKETING PRODUCT MANAGER:

France Tantiado

LEAD TESTERS:

Joe Cain, Wesley Gittens

SONIC SPINBALL

TESTERS:

Mike Bench, Steve Bourdet, Daniel Dunn,
David Forster, Rick Greer, Casey Grim,
Jason Kuo, Simon Lu, Dumot Lyons,
Bill Person, Kimberly Rogers, Kirk Rogers

MANUAL:

Neil & Carol Ann Hanshaw

SPECIAL THANKS:

Tom Abramson, Alan Ackerman,
Dominique Adevereaux, Justin Chin,
Diane Fornasier, Dave Javelosa,
Deborah McCracken, Patrick Meehan,
Bert Mauricio, Steve Patterson, Noel Pulido

A SPECIAL BOW TO:

Hirokazu
Yasuhara
and Yuji Naka,
creators of Sonic
The Hedgehog

